Generic Model for Mobile Tourists Guide System (GMMTGS)

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ABSTRACT

Nowadays, information discovery becomes more relevant to peoples' lifestyle with the implementation of mobile technology. In different ways, people can gather information they need just about anywhere without having to be physically connected to the Internet. With the support of Wireless Application Protocol (WAP), the development of mobile application turns to be realistic and reliable as it follows the correct protocol. This study has developed and designed a generic mobile tourist system based on tourists' requirements. The study used the JSP language and MYSQL server for the system development. Furthermore, the proposed system was tested using use test case with five students. Finally, the proposed generic mobile tourists guide system aims to satisfy tourist needs.

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Chapter One

Introduction

1.0 Introduction

Nowadays, mobile applications can be considered as a new technology that assists users in their daily life. According to the MMA (2009), mobile applications are assumed to be common on most mobile phones today. This is emphasised by the fact that such applications are the key to providing user interfaces for basic telephony and messaging services, as well as for more advanced and entertaining experiences such as playing games, browsing and watching videos on mobile phones. The tracking system application has been used in many organisations and businesses for a long time, as a way of obtaining information from customers or internal staff. Mobile technology has many uses, including the filling up of job application forms, university applications and discovery of tourist attractions (Cheverst, 2000).

Currently, some countries have developed their own mobile application guide system. Through this system, most of the developers believe that it can solve many problems like those related to tourists who can access their required information at anytime and from anywhere.

The contents of the thesis is for internal user only

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